

6502 carry flag cheat sheet

v1.0

Carry-related instructions

instructions that use C:

BCC: branch if C is 0

BCS: branch if C is 1

BRK/PHP: pushes C onto stack

instructions that modify C:

CLC: C=0

SEC: C=1

CMP/CPX/CPY:

if reg < mem then C=0 else C=1

ASL: $C=M_7$, $M_7=M_6$, ..., $M_1=M_0$, $M_0=0$

LSR: $M_7=0$, $M_6=M_7$, ..., $M_0=M_1$, $C=M_0$

PLP/RTI: pulls C from stack

instructions that use then modify C:

ADC: if $A+M+C > \$FF$ then C=1 else C=0

SBC: if $A-M+C-1 < \$00$ then C=0 else C=1

ROL: $M_7=M_6$, ..., $M_1=M_0$, $M_0=C$ then $C=M_7$

ROR: $M_7=C$, $M_6=M_7$, ..., $M_0=M_1$ then $C=M_0$

Arithmetic

ADC

- before ADC, perform CLC
- if C known, can skip CLC
(but if C is 1, ADC #imm-1)
- if overflow (result > \$FF
or result > \$99 in BCD mode)
then C=1 else C=0

SBC

- before SBC, perform SEC
- if C known, can skip SEC
(but if C is 0, SBC #imm+1)
- if underflow (result < \$00)
then C=0 else C=1

16-bit * 2:

ASL num_lo

ROL num_hi

signed

int(8-bit / 2):

CMP #\$80

ROR

int(16-bit / 2):

LSR num_hi

ROR num_lo

toggle carry:

ROL

EOR #\$01

ROR

Unsigned comparisons

8-bit compare: (CMP/CPX/CPY)

- if reg < mem then C=0
- if mem > reg then C=0
- if reg >= mem then C=1
- if mem <= reg then C=1

16-bit check if num1 < num2:

; (using acc, x, or y)

LDA num1_hi

CMP num2_hi

BCC less

BNE not_less

LDA num1_lo

CMP num2_lo

BCC less

not_less ...

16-bit check if num1 < num2:

; (using acc)

LDA num1_lo

CMP num2_lo

LDA num1_hi

SBC num2_hi

BCC less

not_less ...

equality check without C:

EOR #const

BEQ is_equal

16-bit + 8-bit:

LDA num_lo

CLC

ADC #const

STA num_lo

BCC after_inc

INC num_hi

16-bit - 8bit:

LDA num_lo

SEC

SBC #const

STA num_lo

BCS after_dec

DEC num_hi

16-bit + 16-bit:

CLC

LDA num1_lo

ADC num2_lo

STA sum_lo

LDA num1_hi

ADC num2_hi

STA sum_hi

16-bit - 16-bit:

SEC

LDA num1_lo

SBC num2_lo

STA diff_lo

LDA num1_hi

SBC num2_hi

STA diff_hi